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Information delivery method in network system, involves transmitting information relevant to progress situation of soccer game based on registered demand from user terminal, through internet

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**Novelty:** A demand from a user terminal received through a communication network such as internet, is registered. A delivery information related to the soccer game is produced based on the progress situation of the game and is transmitted to the user terminal based on the registered demand.

**Use:** For delivering information related to events or games such as soccer game to user terminal through internet.

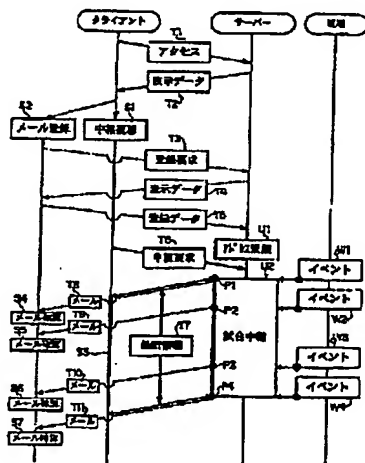
**Advantage:** Information relevant to the game or event is delivered automatically, without making the user feel troublesomeness, thereby allowing the user to understand the progress of the event or game reliably.

**Description of Drawing(s):** The figure shows the flowchart illustrating the information transferring process. (Drawing includes non-English language text).

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